

MECHANICAL MEMORIES MAGAZINE

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The only UK magazine dedicated to vintage coin-operated amusement machines

Mechanical Memories Magazine

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Editorial

Hello again, and here we are with the June magazine, the last now until September. By the time we get there, we'll all be looking forward to the annual Coventry auction, so this is my last chance, for the time being, to remind you all that the event is booked for Sunday 25th November. As usual, entry forms will be included in the October magazines. So mark the date in your diaries – it will be here sooner than you think!

Some news this month, firstly the magazine binders are ready and can now be ordered. Those of you who contacted Brian initially should already be in possession of your smart new binders, so the remaining stock is available for sale (see page 21). Get in quick, as there is no guarantee there will be a second batch produced.

Now, Nostalgic Machines allwin spares have been advertised in this magazine for almost as long as the magazine's been in print. You've probably all noticed that the regular ad. disappeared some time ago. Well, I can confirm that Nostalgic Machines ceased trading last year. Nigel Crew (the principal of the business) and I intend writing a history of Nostalgic Machines at some point in the future, but in the meantime, I just wanted to let you all know that I have purchased the remaining stock, including a few machines and a ton of spares. So very soon, the Nostalgic allwin spares will once again be available. I intend setting up a website to market the spares, which should be online in a few weeks. More details in the September magazine, but before then, look out for updates on the pennymachines site.

Well, that's just about it for now. Sharron and I are going away for a few days. When we get back, there'll be just a couple of weeks to prepare for the school summer holidays, when I shall be open daily at Brighton. Can't say I'm looking forward to spending six weeks staring at an empty beach 'cos no one can afford the extortionate parking (don't worry, I'm not going into another rant.....I'm saving that for the September magazine)! Anyway, if you're down that way (and can afford the parking) do pop in to see me at the arcade – you know where it is, about 100 yards east of the Palace pier. It's always good to see you, but do contact me first if you're making a special journey, as I do usually have a couple of days off during August.

So, enjoy the summer (if it ever arrives)

Until September, all the best

Jerry

Dreamland

MARGATE

Save Dreamland Update June 2012

Project Update

We are still awaiting the decision of the Compulsory Purchase Order inquiry, which is expected July/August. At this point, work can restart on the project, although we are busy positioning ourselves so we are ready to go the moment the land is vested.

Sawdust Caesars

The Council's Heritage Advisor, Nick Dermott, agreed to contribute to this month's Dreamland Trust newsletter. Nick has an expert knowledge of local events that took place in Margate over the 1964 Whitsun weekend and describes below the scene following the youth clashes.

Broadstairs & St Peter's Mail 20th May 1964: youths and coppers outside Margate Magistrates Court in Margate's Old Town vintage quarter:

"It is not likely that the air of this town has ever been polluted by the hordes of hooligans, male and female, such as we have seen this weekend and of whom you are an example.

"These long-haired, mentally unstable, petty little hoodlums, these sawdust Caesars who can only find courage like rats, in hunting in packs, come to Margate with the avowed intent of interfering with the life and property of its inhabitants.

"Insofar as the law gives us power, this court will not fail to use the prescribed penalties. It will, perhaps, discourage you and others of your kidney who are infected with this vicious virus, that you will go to prison for three months."

The above, in full, are the words which Dr. George Simpson used when sentencing the first of forty-four youths at Margate Magistrates in a specially convened court on Whitsun Bank Holiday Monday 1964. The twenty-two year old was given the three month sentence for threatening behaviour.

Other defendants also got custodial sentences or £50 or £75 fines – at a time when the average wage for a manual labourer was £12 a week. The speech is so beautifully written that it must have been pre-prepared. Other remarks Dr. Simpson made to the defendants are worth recording:

To a nineteen year old plumber's mate accused of carrying a rolled-up newspaper with coins inside. Dr. Simpson *"I don't suppose you were using this newspaper to further your literary aspirations"*.

Defendant *"I'm sorry, I don't understand"*.

Dr. Simpson *"Never mind, you'll understand what I am going to say now: £50"*.

To a seventeen year-old grammar school boy accused of possessing an offensive weapon and using threatening behaviour.

Dr. Simpson *"Perhaps your school will consider a framed reproduction of your conviction"* (£75 fine)

As well as being a Magistrate, Dr. Simpson had been a Margate family doctor since 1940. His wife was to tell the Daily Mail (19th May 1964):

"The town was full of grubby teenagers. It must not be allowed to happen again...I think my husband did the right thing".

Thirty-six of the forty-four youths had pleaded guilty, some saying afterwards that they believed that if they pleaded not guilty they would have received a heavier sentence. The lightest sentence handed down by the court was a conditional discharge.

Contemporary accounts imply that the damage to Margate property caused by the 1964 'riots' was in fact slight; certainly the damage was insignificant compared to the urban riots of the 1980s and, indeed, last year. Dr. Simpson was defending his town against what he perceived to be an alien threat. Despite Teddy Boys and Rock and Roll, Britain in the early 1960s was in many ways still a regimented war-time nation. Ten years later, this had changed beyond recognition.

Nick Laister

Chairman, The Dreamland Trust

www.dreamlandmargate.com
www.savedreamland.co.uk

Parks From the Past – Volume 1

DVD

A compilation of historic films showing some of America's favourite amusement parks as they were in the early 1970s. The first disc of a series, 'Parks From The Past Vol. 1', contains scenes from many famous Amusement Parks, and shows many rare defunct rides including:

LA County Fair Junior Coaster (Point-Of-View footage)
Elitch's Wildcat Coaster (POV)
Elitch's Mr. Twister Coaster (POV)
Lakeside Cyclone (POV)
Silver Beach Comet Coaster (POV)
Riverside Park Flash Coaster (POV) (possibly the last week of operation)
Hershey Park Comet (POV)
Dorney Park Coaster (aka Thunderhawk) POV
Playland Park Dragon Coaster (with original Prior & Church trains) POV
Rockaway's Playland Coaster (aka Atom Smasher) POV
Palisades Park Giant Coaster

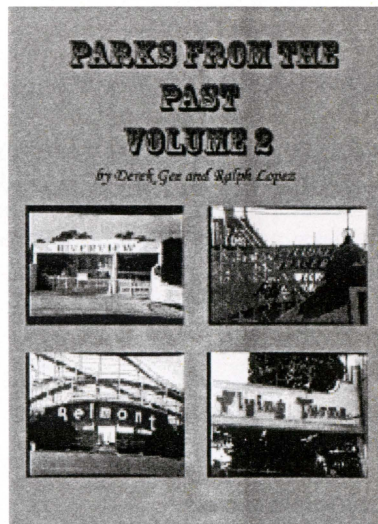
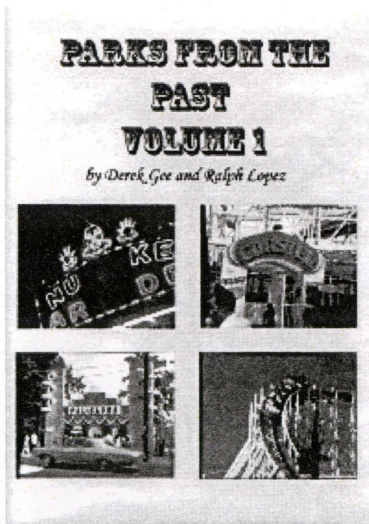
Classification: Exempt from classification

Region coding: Not region coded

Running Time: 55 minutes

Label: Sharpshooters Productions, Inc

Our Price: £18.99



Parks From the Past – Volume 2 DVD

The second disc in a series, 'Parks From The Past Volume Two' contains scenes from many famous Amusement Parks, The DVD shows many rare defunct parks and rides including:

Riverview Park Roller Coaster (Point-Of-View footage) and Over the Falls
Pacific Ocean Park Sea Serpent Coaster (closed and seen from distance)
Santa Cruz Beach Boardwalk Giant Dipper (POV)
Excelsior Park Cyclone Coaster (POV)
Silver Beach Comet Coaster (POV ride during summer. Closed winter footage too!)
Cincinnati's Coney Island Shooting Star (POV) and Teddy Bear (seen in operation)
Euclid Beach Park Rides:
Thriller – (POV),
Flying Turns – (POV)
Racing Coaster – (POV),
Over the Falls – (POV),
Flying Scooters
Tumble Bug – (from side and POV)

Classification: Exempt from classification

Region coding: Not region coded

Running Time: 55 minutes

Label: Sharpshooters Productions, Inc

Our Price: £18.99

Special Offer!

Buy Parks From The Past Volumes 1 and 2 together for only **£32.98**
a saving of **£5.00!**

To buy either or both of these DVDs, please send a cheque,
to include £2.99 postage and packing, payable to 'Joyland Books', to:
Joyland Books, Southcombe Farm,
Southcombe, Chipping Norton, Oxfordshire OX7 5QH





Fireworks

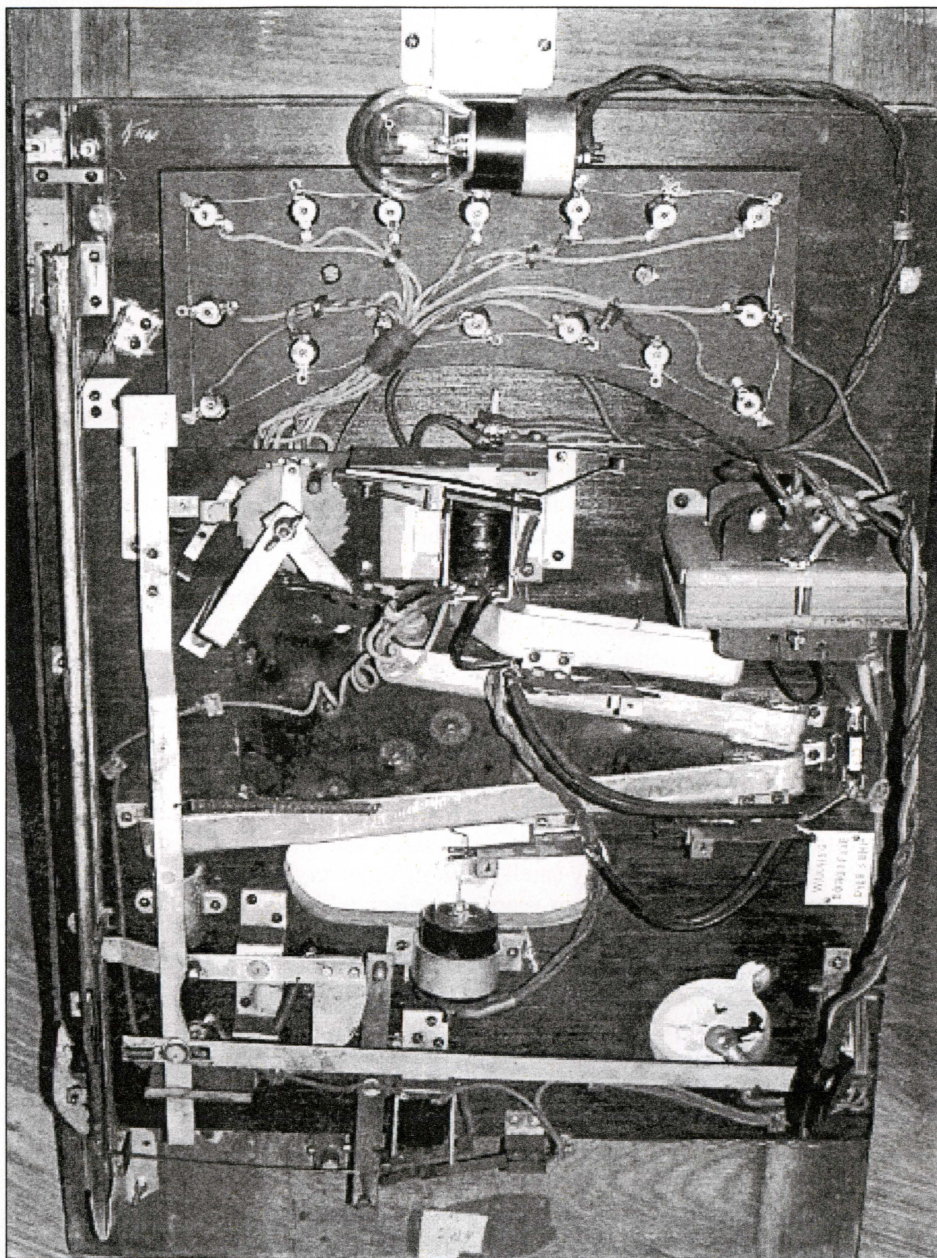
By Stuart Dale.

I have a distant recollection of playing on a Fireworks allwin; and I can only think that it must have been in one of Corrigan's arcades on the seafront at Scarborough in the 1960s, as Scarborough was where I spent most of my summer holidays as a child. So when the opportunity came along to add a Fireworks machine to my collection of curious wooden boxes, I jumped at it without a second thought.

I was sitting at my computer looking at a well-known internet auction site (you know the one). I had just pressed the refresh page button, when a photo of a Stevenson & Lovett **Fireworks** machine appeared in front of me with a buy it now price of less than £100!!! So without a second's thought, I pressed the buy it now button. I then went on to read the auction details and study the photo of what I had just bought. I found that the machine was just eight miles outside Brighton on the south coast. I was in west Yorkshire some three hundred miles away, and it was for sale as collection only. So I immediately contacted the seller and explained what I had done. I asked him if he would be good enough to pack it up the best way he could and I would get it collected as soon as possible. Well, luckily he was still in shock from selling it so quickly, so he agreed, and four days later the machine arrived on my doorstep.

I carefully removed the cardboard from the machine, wondering just what I would find inside as the deal was done so quickly, and the auction photo and description wasn't very clear. To my relief, I found a complete and untouched machine in front of me. On the down side, I could tell that it had been badly stored for many years. It had that damp musty smell about it, and everything inside was covered with a white powdery substance from years of neglect, which was quite lucky for me, as that's just how I like to find them! My first impression was that the whole of the machine would need to be rewired, but I couldn't have been more wrong. After letting the machine dry out for a couple of weeks, I simply brushed and vacuumed all the dust and white powder off the mechanism, and the seventy-year-old cloth covered wiring looked almost as good as new.

The damp had also de-laminated the plywood back and I was going to replace it with new. However, when I removed the back panel from the machine it came away in neat sections, and I was able to re assemble the panel with lots of new glue and leave it clamped up overnight. As a result, the machine was able to keep its original back panel. The rest of the woodwork was given a good clean and sanding. It was then repainted or re-varnished as required, and all the track and cabinet fittings were removed, cleaned and polished. The backflash needed some minor touching up and flattening out.



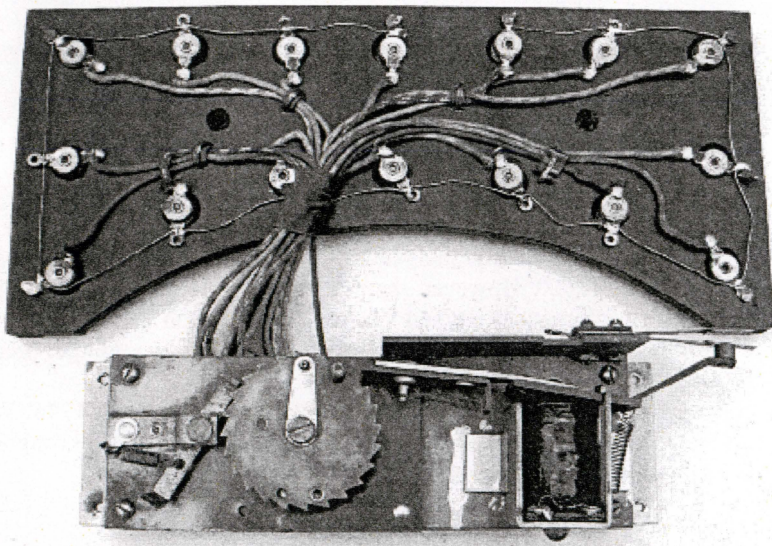
*The rear of the playfield, showing the mechanism and wiring,
which isn't quite as complicated as it looks!*

I spotted the name W. J. Newman A.R.P.S printed in tiny letters at the bottom of the backflash. I wonder if this could be the company that printed the backflashes for Stevenson & Lovett? I would be interested to know if any of our readers can add to this.

Now came the moment to connect the machine to the mains electricity, how would it react after forty years of standing unloved and starved of power? I took a good deep breath and threw the switch. The main illumination lamp lit up behind the red Perspex panel at the top of the cabinet, and more importantly, nothing went bang! So I put a penny into the slot and five steel balls dropped into play. One by one I fired them round the track and watched as the lights flashed as the score increased. When the score passed 27000 points my penny was automatically returned through the slot at the bottom right hand side of the machine. The machine was fully working once again!

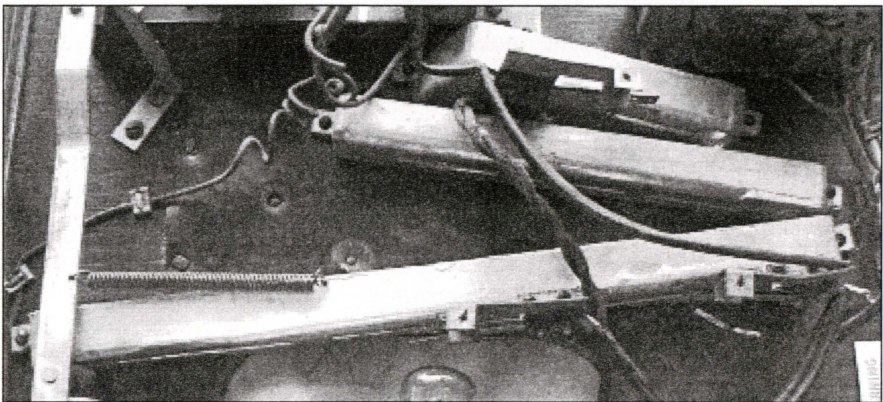
So how does the Fireworks allwin work?

At first glance the mechanism looks complicated, with wires and switches everywhere, but on closer inspection you will see that the “brains” of the machine is a simple rotary step switch that is operated by a single solenoid coil and is connected to a number of lamps. The stepper coil is powered via three rollover type switches wired in parallel, one of the three switches are fitted to the underside of three sloping cast aluminium tracks, the three tracks are set out in a zig-zag pattern leading from the top to the bottom of the mechanism,



The stepper switch and wiring to the various playfield lamps.

The ball will find its way to one of the three tracks via the various slots on the playfield gallery. If the ball enters the gallery slot marked 9000 it will be directed to the top track, it will then roll down the top track tripping the top rollover switch sending one pulse to the step switch. The ball will then drop into the top of the middle track, again rolling down and tripping the second rollover switch, sending a second pulse to the step switch. The ball will then drop into the top of the bottom track, and once again rolling down and tripping the third rollover switch, sending a third pulse to the step switch. Each of the three pulses will clock up 3000 points on the score display, three pulses X 3000 = 9000. If the ball was to enter the gallery slot marked 6000 it would be directed to the top of the middle track and would trip only two rollover switches on its way to the bottom, so two pulses X 3000 = 6000. And if the ball was to enter the gallery slot marked 3000 it would be directed to the bottom track, and would only trip one rollover switch as it rolled down.



Close-up of the three roll-down tracks.

For each penny inserted the machine gives you five balls to play, so if you were lucky/skilful and got all five balls into the gallery slot marked 9000 you would be able to reach the top score of 45000. However, the machine is quite fair to the player as it will return your penny automatically when you pass 27000. Don't be fooled though; 27000 is very hard to achieve, but the game is very addictive so you will get plenty of chances to try.

So there we have the Stevenson & Lovett Fireworks allwin, Circa 1946. What I need now is a Stevenson & Lovett Conveyor to keep it company, and the rougher the condition the better as I love a challenge.

Stuart Dale

Every One a Winner

By Robert Rowland

A few more of my memories from Mablethorpe amusement arcades c.1965 – 70. When we first moved here in January 1965, we bought the house of the owner of Queens Arcade. He was an elderly man who operated the arcade with his son Jim. They were at that time in the process of moving into a larger property, so we all became very well acquainted.

I spent a fair amount of time in Queens, as they were open at weekends during the winter months. One machine in there was an eye-catching, large floor-standing five player electro-mechanical slot machine – I can't remember the name, with five large flashing fruits that really stood out. The idea was to bet on which fruit would come up, the best one being Black Grape, which paid 12d. I had watched this machine over a few week-ends and had noticed on numerous occasions that just as 'play now' lit, if the grape symbol lit at the exact same time, then there was a pretty good chance that grape would come up on that go. Grape was always thereabouts using this system. As the five flashing fruits slowed down to stop, odd times it would just flick past the grape by one symbol onto the orange, which paid 2d, but a fair percentage of times it did stop on the grape.

On one particular day, I was hanging around in Queens watching this machine, and I saw the grape symbol flash the instant 'play now' lit, so I backed grape to win 12d on two of the five sections. Grape came up – two lots of six 2d solenoid 'bangs' in a quiet arcade in wintertime! I don't know why, but I slowly turned round to look towards the change desk and saw the father and son owners of Queens looking at each other, and Jim was shaking his head as you do when you say 'no'. They never said a word to me, probably because we were on speaking terms, but you could see that neither of them were impressed. In saying that, I did win both lots of 12d fair and square. They never really liked me playing on that machine, I feel sure that any other local lad would have been thrown out, but my family connections made that difference.

Let's now head up the road to Marine Pastimes. They had a Streets Riffle Range machine, consisting of three rows of bulls-eye targets. 6d inserted gave you twenty shots – shoot down the twenty targets and your coin was returned. One summers day, a holidaymaker went up to attendant Eric, who was standing in the 'Change Given Here' island, and bitterly complained that the rifle range was a swizz and that one particular target would not drop down when hit. Eric went up to the machine, put 6d in and then proceeded to shoot down all twenty targets. The machine then returned his sixpence. Eric turned to the chap and said, "You need glasses mate", and then walked off. That chap looked truly shocked. He hung around for a while before leaving the arcade.

I got to know Eric in later years, and recalling that incident, he revealed to me that back then he himself had set that particular target to drop down only if the gun sight was aimed just to the left-centre of the target. If the gun was aimed at the bulls-eye of the target, it would not drop down, but of course only Eric knew that.



Another memory involves me and my best mate David Greaves. We always went round the local arcades together on most summer days. One sunny summer afternoon in 1968, we heard on the grapevine that a new amusement arcade had just opened on the local Golden Sands caravan park extension site. Upon hearing this news, we both decided there and then to go and check out this new place, as any new arcade that opened was classed as a big thrill. For a start, we weren't known and would be allowed in, and just maybe, this knew place would have a Brenco Wheel of Fortune with no mixer, which would vastly improve our spending money.

After a twenty minute slow walk we arrived at the caravan park extension site. Straight away we noticed the word 'Amusements' on one of the front buildings. We eagerly entered this new arcade, which was pretty small compared to the larger arcades in town. The place was empty of people other than someone sat behind the change desk.....and no Wheel of Fortune. However, we spotted a Cromptons Penny Falls pusher, so we made our way over to that. One particular section looked pretty good, with quite a few pennies hanging over the edge. I dropped a penny in the slide when suddenly the chap who was sitting behind the change desk was now standing behind us, and said, "Remember me? Out!" and he threw us both out. Neither of us could remember anything about him; we had never seen him before.

David now lives in Blackpool but each summer he comes to visit me here in Mablethorpe. We sit and talk for hours about our 1960s arcade adventures, and this particular incident comes up every time. We are both still adamant that we had never seen him before. Over forty years after the event, we both have a good laugh about it. Needless to say, we never visited that particular arcade ever again.

Robert Rowland



The Good, the Bad, and the Ugly

Part Two

By John Peterson

.....and so we continue; let us recap the story so far. As an avid American collector of British coin-op games, my sources for acquisition are somewhat limited. I therefore make most of my purchases through Ebay, with many successful transactions to recount, as well as the disappointments. For me, much of the fascination in collecting British games is the lack of historical information, which feeds me a constant thirst for knowledge. The knowledge I acquire is always gladly shared with others.

When I see a game on Ebay that is of interest to me, it is more often than not the case that the description is incomplete. If I have information that I consider would be useful to the seller, then I will share it. If I do not have that information, then I will seek it. The subject of this story is one such game whose Ebay description offered up no clues as to its origins, save that it was clearly British. Having ascertained that the seller had been honest in her description and that she knew no more than stated in the listing, I then proceeded to consult my British brains trust. Through communications with my friends in the UK and constant dialogue with the seller, a clearer picture of the machine's origins, its operation and its likely age began to emerge.

At a point that seemed to suit us both, the seller agreed to end the listing and to make a sale with me. A price was agreed and payment was made; so far so good. We left off last month where things started to turn bad, and so dear reader, we continue this month where the transaction turned ugly.

The Ugly

S.....I hate to do this to you, but I am going to refund your money in the morning. My family keeps telling me not to sell it for this price now that we know the value. Looks like the first dealer I talked to knew something. I think I will have to re-list with a fixed listing with best offer. I know I won't get as much as its valued, but I know I can get a few hundred more for it. I am a 67 year old woman out of work for 2 ½ years (and they just stopped my unemployment extension). Being alone with a mortgage, I really need to get as much as possible (especially since the money is being shared with my much older sister). I have never gone back on a deal before, but even if I get \$900 or so, it looks like money can still be made by the buyer if he wants to resell it.

There is a guy in Walla Walla, Washington who has called me several times now, and said he was thinking about driving all the way down here for it. That is a 22 hour drive, so he must know something. I am really sorry.

J ****, I'm sorry you feel the need to break our contract after the fact. Since you worked in real estate, you are aware of contract law. Legally, ownership of the machine transferred to me when I made full payment. Below is the Paypal statement of my payment to you. There was a service charge of \$13.35. You owe me \$463.35.

S.....just sent you two paypal payments. The second one includes the \$13.35 fee you incurred, along with \$25 for your trouble. really don't know where you got it that I worked in real estate? I have never in my life worked in real estate. Twice a month I go as a private party to a Homeowners meeting and take notes, and type them up....Meeting Minutes. Last one hour each time. There is nothing to do with real estate there. The Homeowners association is a housing tract that abide by the rules of the assoc. No real estate. No contract when money was returned. Sorry to have made you so upset. I sell different things to many dealers, and if I don't know the value, they are honest by telling me, and then they pay me half. I have always been good with half the value, but not less than one third, especially when someone knows that they are getting it that much less than value. I have tried to be fair, and that is why I paid you extra. I hope you will see it that way. This taught me to never remove an item from auction until the end.

Epilogue

There you have it. I've never had an exchange like this, before or since. I regard myself as an ethical person yet this seller has branded me a cheat, willing to mislead a poor 67 year old pensioner out of needed money by means of misinformation and guile. Just for the record, a legal contract is comprised of three parts: offer (mine), acceptance (hers), and consideration, which was the transfer of \$450 to her Paypal account. Her point that there is no contract if the money is returned is simply wrong. I did not feel the need to point out that as an attorney, I am a better judge of law than she. She broke the contract and cancelled the sale. Flogging a dead horse is just that.

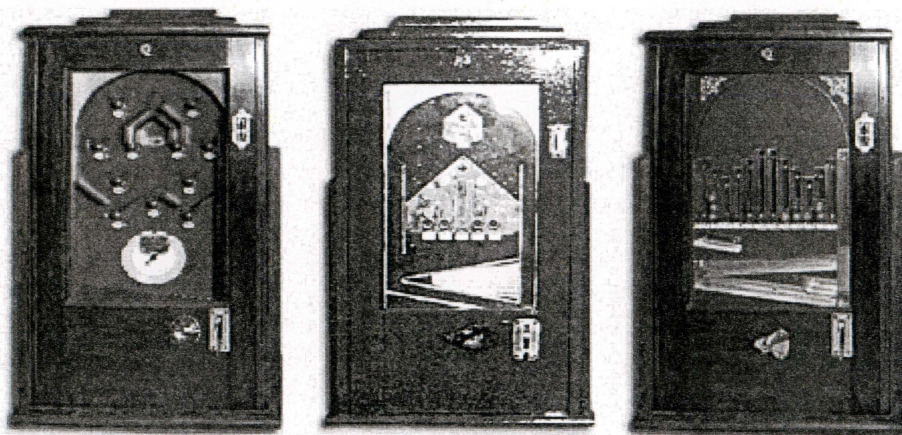
In my own defence, I believed then and still do that I made a reasonable offer for her game. I am not a huge fan of the true 'amusement only' machines, owning several already. I much prefer games that pay out. Had the auction continued to conclusion, I would not have gone higher than \$500, maximum. The serious question of the completeness of her game was also a factor in my valuation. Of greater aggravation are the 'experts' who weighed in with totally absurd valuations. I can forgive the American collector who valued it 'anywhere from \$350 to \$1,200.' Such an opinion is, on its face, a confession of ignorance. I have a little more trouble with the English

bloke who attributed the game to BM Co. in the '30s with a value of £1,000. This was the figure that really got the seller jazzed. If you happen to be reading this article Sir, you too are wrong. The following is the response from one of the premier minds in my brains trust. He provides definitive provenance:

"At first glimpse I thought of Hooper Automatic Supply Co. Three Hooper machines can be viewed in the Museum on the pennymachines site. Also for reference, there was a Hooper pintable featured in Jerry's mag not so long ago.

The 'Telephone BOWes Park 6509' label seems to confirm my hunch. Hooper's were based in Bounds Green Road at one time, just a few hundred yards from Bowes Park (see attached map). Looks like a nice example and it's always fun to see something unique (far as I know)."

If you go to the page referenced on the Pennymachines site, you will see three skill games produced by Hooper that are strikingly similar variations of this game. (pictured below – Ed.) The games on the web page were made in the '30s and display a distinct art deco influence in the cabinet design. This game case is much less decorative, reflecting both the simplicity of the '50s as well as a manufacturing cost savings. Hooper moved to the Bounds Green Road address in the mid-fifties. This game is from that era, not the 1930s as asserted by the English 'expert.' Would this 50s era game reach £1,000 in a British auction? I've been following the British market closely for years and I would be shocked if this turned out to be true. You have Payramids selling for less at auction. And the early Payramid, a wonderfully complex and exciting game **is** from the 30s, Mr. British Game Expert.



The three 1930s Hoopers machines referred to above, which can be viewed in the Museum on the pennymachines site.

One could argue that the game would fetch over \$1,000 here in America if you were able to get two bidders who knew nothing about British game value. Such has happened in the past here in the States. I also see some of those same games offered again and again on the secondary market, failing to reach anything close to the original auction price. As we all know, a machine is worth what someone was willing to pay for it on a specific day in a specific forum. I made a credible good faith offer and in the end, saw the deal fall apart due to outside influence after the auction had ended.

Am I protesting too much? As angry as I am at being cast as a con man, I do hope the seller got her \$1,200 or more for the game and that it went to the fellow who drove 22 hours to retrieve it. In that scenario, a senior citizen gets needed revenue and an 'expert' gets a British amusement machine that he will be keeping for a long, long time. If he expects to get his investment back, that is.

This happened over two years ago. I've calmed down now a bit. Since that event, I've purchased other games from Ebay. I have lost neither my love for British coin-op nor my faith in my fellow man. And the deal that disappeared? Chalk it up to one less Hooper to jump through.

The End

Postscript

Some readers will no doubt be thinking: "He got just what he deserved for inducing that seller to stop the auction and sell outside Ebay. *You* don't play by the rules; why should you expect others to do so?" There is some legitimacy to this argument so permit me to answer the charge.

Ebay is constructed as an electronic auction house that is supposed to operate like a true public auction. Sellers put their goods up for auction with a choice of restrictions (or none) and let the highest bidder at the end win. That is the concept. The reality is quite different. For reasons I do not understand, Ebay has little appetite or authority to enforce its own rules when it comes to the actual conduct of the auction as it works its way to finality. As a result, there are two different classes of sellers: purists and opportunists.

Purists are sellers who list in accordance with Ebay rules and then follow through to the final electronic hammer. They run the auctions we all like and admire. Opportunists may or may not run their auctions to the end. They are looking for the opportunity to sell their item at a price they consider advantageous to themselves. If someone makes them an attractive offer during the course of the online auction, they are happy to abort the auction, take their profit and run. (There is a sub-set of 'opportunists' who list on Ebay with absolutely no intention of selling. They use Ebay

strictly as an advertising forum for outside sale. They always provide a means by which you may contact them outside Ebay to facilitate the transaction. I am not addressing this practice here).

I sell as a 'purist' but when I'm buying, I'm willing to buy from either type. Why? Because if I choose to deal only with the purists (and it's usually impossible to tell which type a seller is until it's too late), I'm going to lose some very attractive machines to outside sales that I'd like to have a shot at. Some of the rarest machines are offered for sale by opportunists. The trick is to determine which type seller you are dealing with. How to do so? You ask if they are open to a 'buy it now' offer or, as I did with this seller, you make an offer. By doing so you force the seller either to commit to running the auction to its conclusion or you now are in the running with an opportunist who is going to sell the item outside Ebay if the price is right. In either case, you now have an opportunity to make your best offer.

Unethical? I don't think so, unless you deliberately mislead the seller into believing the item is worth less than its true value in order to purchase the item at a below-market price. Realistic? Absolutely. We all prefer that all auctions run their full course. I've kept extensive data for years on auctions sales and I hate it when an item disappears and I have no idea what it sold for. I did not start out with this philosophy; it developed over years as I watched very desirable machines disappear before the auction's end. Ultimately, I'm a realist. Until Ebay steps up and polices their own policies regarding the premature termination of auctions, outside sales will continue. If you want to win consistently on Ebay, you're going to have to play by all the rules, including the unwritten ones that actually govern the conduct of certain sellers.

I sell in poetry but I bid in prose. You are welcome to join me.

John Peterson, USA

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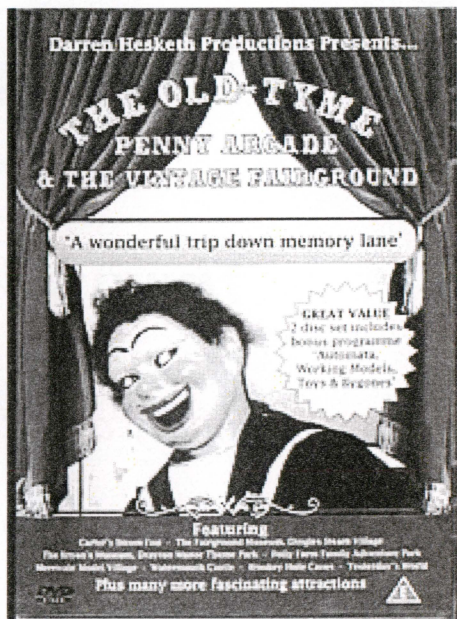
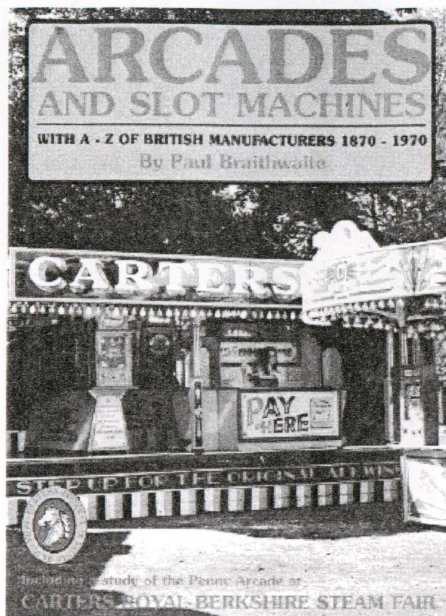


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